

[0018] Still further, the invention provides the gaming machine further comprising game program storage means for storing game programs of a plurality of types of games; and game program extraction means for extracting a game program of the selected type of game from the game program storage means, and setting the extracted game program in a storage region for execution of a game.

[0019] The gaming machine of the invention further comprises display means; wherein the game type selection means includes touch panel switches configured to change the type of game displayed on the display means.

[0020] Further, the gaming machine of the invention comprises display means configured to display a gaming demonstration screen thereon during a changing of the type of game.

[0021] Still further, the gaming machine of the invention comprises display means, wherein the unit gaming fee selection means includes touch panel switches configured to enable selection of the unit gaming fee displayed on the display means.

BRIEF DESCRIPTION OF THE DRAWINGS

[0022] **FIG. 1** is a schematic diagram showing the composition of network connections in a gaming system according to an embodiment of the present invention;

[0023] **FIG. 2** is a block diagram showing the control composition of a game providing server according to an embodiment of the present invention;

[0024] **FIG. 3** is an oblique diagram showing the external appearance of a game selection-enabled gaming machine according to an embodiment of the present invention;

[0025] **FIG. 4** is a block diagram showing the control composition of a game selection-enabled gaming machine according to an embodiment of the present invention;

[0026] **FIG. 5** is a block diagram showing the display control composition of a game selection-enabled gaming machine according to an embodiment of the present invention;

[0027] **FIG. 6** is an illustrative diagram of a method of forming a display image according to an embodiment of the present invention;

[0028] **FIG. 7** is an illustrative diagram showing a game image example (1) according to an embodiment of the present invention;

[0029] **FIG. 8** is an illustrative diagram showing a game image example (2) according to an embodiment of the present invention;

[0030] **FIG. 9** is an illustrative diagram showing a game image example (3) according to an embodiment of the present invention;

[0031] **FIG. 10** is a schematic front view during gaming on a game selection-enabled gaming machine according to an embodiment of the present invention;

[0032] **FIG. 11** is a schematic front view during downloading in a game selection-enabled gaming machine according to an embodiment of the present invention;

[0033] **FIG. 12** is a flowchart showing game selection processing in a game selection-enabled gaming machine according to an embodiment of the present invention;

[0034] **FIG. 13** is a flowchart showing game program provision processing in a game providing server according to an embodiment of the present invention;

[0035] **FIG. 14** is an illustrative diagram showing a game type selection display image in a game selection-enabled gaming machine according to an embodiment of the present invention; and

[0036] **FIG. 15** is an illustrative diagram showing the relationship between game types and unit gaming fees according to an embodiment of the present invention.

DESCRIPTION OF THE PREFERRED EMBODIMENTS

(A) First Embodiment

[0037] Below, one preferred embodiment of a gaming system and gaming machine according to the present invention is described with reference to the drawings.

[0038] (General Composition of Gaming System)

[0039] **FIG. 1** is a schematic drawing of the general composition of a gaming system according to this embodiment.

[0040] In **FIG. 1**, in the gaming system according to this embodiment, a game providing server **1** is connected to a plurality of game selection-enabled gaming machines **2** (gaming machines **2** capable of selecting a game), via a network **N**.

[0041] Here, the network **N** may be designed as a bus, ring, mesh, or daisy chain network, or a combination of these, provided that the adopted design allows the game providing server **1** to perform data communications independently with the respective game selection-enabled gaming machines **2** (this may also be satisfied by a simultaneous broadcasting function). As well as using a LAN, for example, as the network **N**, it is also possible to use a public telecommunication network. Although it does not come within the concept of the term "network" in the strict sense, the network **N** in **FIG. 1** is also taken to represent a situation where the game providing server **1** and the respective game selection-enabled gaming machines **2** are connected on a one-to-one basis by means of dedicated circuits. Furthermore, the game providing server **1** and the game selection-enabled gaming machines **2** may also be connected by radio communications, and a radio circuit of this kind is also included in the concept of the network **N** shown in **FIG. 1**.

[0042] The game providing server **1** according to the present embodiment is situated in the control center of a casino, or the like, for example, and principally, it comprises a game providing function for supplying, to the game selection-enabled gaming machines **2**, game programs required in order that the game selection-enabled gaming machines **2** can operate as gaming machines which execute a game of a game type selected by the player, and a gaming machine managing function for managing the game status, such as the sales made at the game selection-enabled gaming machines **2**, payouts of an award, and the like.